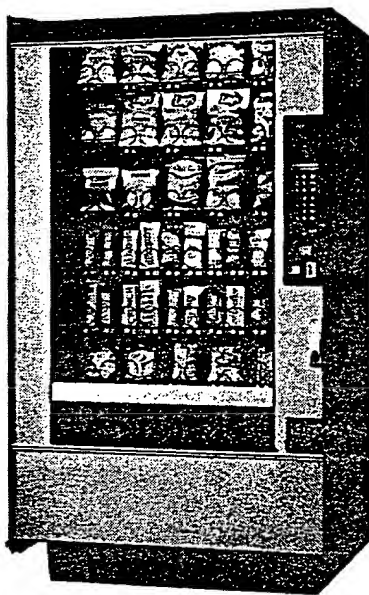


Exhibit H

# *SnackCenter* and *RefreshmentCenter* **Programming Guide**



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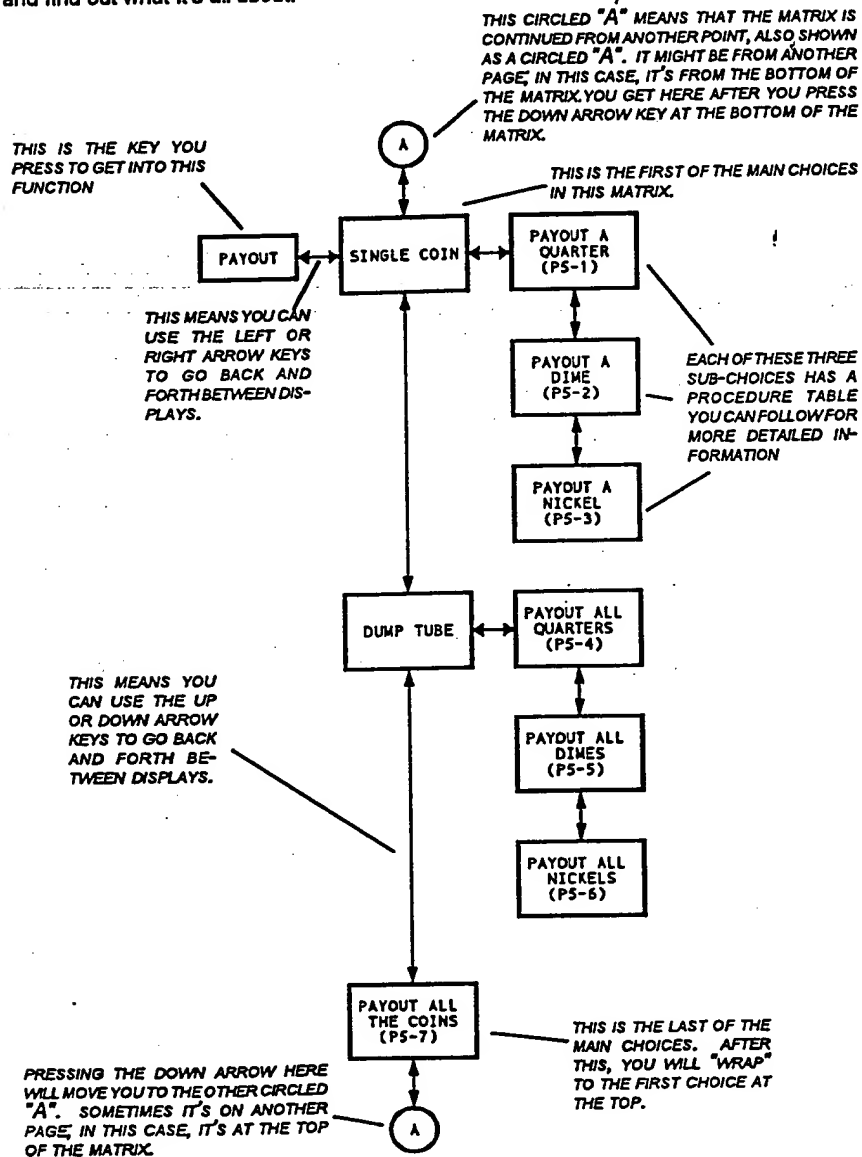


CRANE- National Vendors

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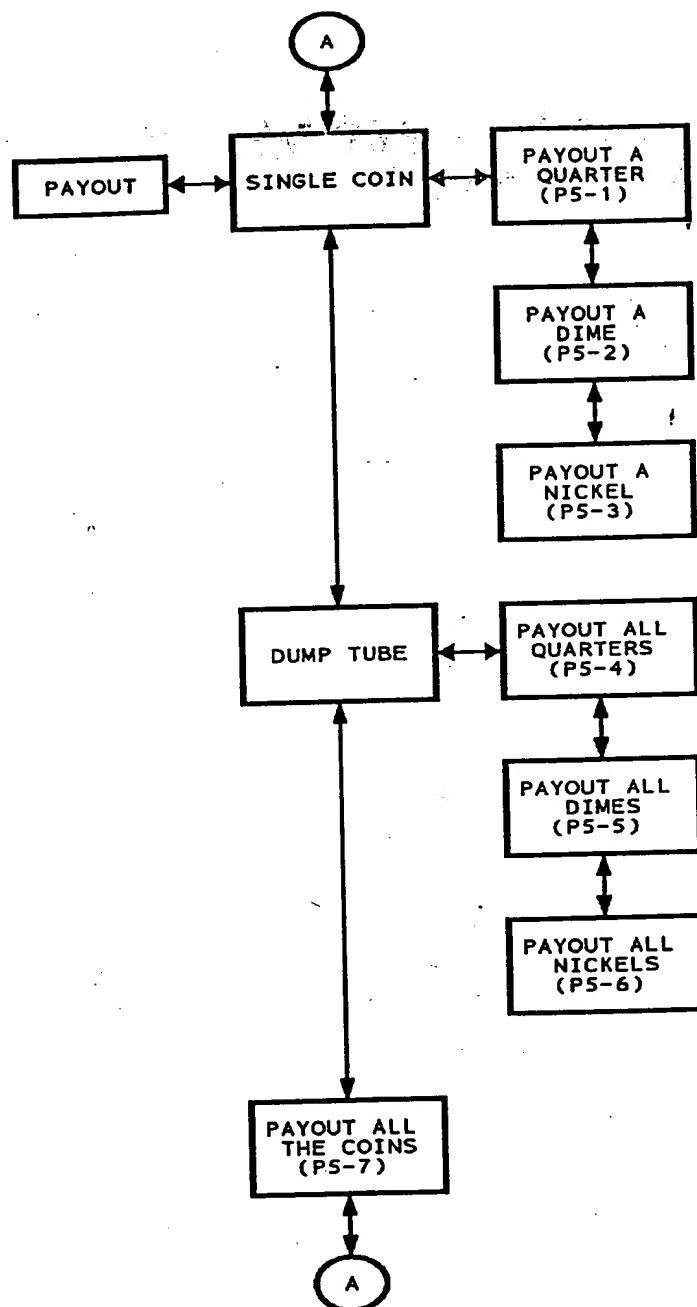
## THE MATRIX

We can start putting together all the things you've learned into a method to get around the programming procedures a little easier. You know how to find the detailed procedures in the tables, and how to start into and end them. After you get more familiar with some of the functions you might not want to work through those tables all the time, because you pretty well know what to do. This is when you can use the **MATRIXES**. Each matrix is a picture of the various tasks you can do within a function. Let's take a look at the **PAYOUT** matrix and find out what it's all about.










Matrix 4 - Payout

# PAYOUT PROGRAMMING MATRIX









P5-1

## PAYOUT A Single Quarter









STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	Enters individual coin payout sequence.
3		<i>QUARTER</i>	
4	<div> <div> <div>Quickly press and release:</div> <div>  OR  </div> </div> <div> <div>Press and hold:</div> <div>  OR  </div> </div> </div> <div> <div>OPTION S</div> </div>	<i>QUARTER</i>	A single quarter is paid out.
		<i>QUARTER</i>	Quarters are paid out until key is released.
	CONTINUE	<i>READY</i>	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

## PAYOUT A Single Dime






STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>50¢ COIN</i>	Enters individual coin payout sequence.
3		<i>QUARTER</i>	
4		<i>DIME</i>	
5	OPTIONS Quickly press and release:  OR 	<i>DIME</i>	A single dime is paid out.
		<i>DIME</i>	Dimes are paid out until key is released.
6	CONTINUE	<i>READY</i>	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

P5-3

PAYOUT A Single Nickel

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	Enters individual coin payout sequence.
3		<i>QUARTER</i>	
4	 Until the following display is shown:	<i>NICKEL</i>	
5	<div> <div>Quickly press and release:</div> <div>  OR  </div> </div> <div> <div>Press and hold:</div> <div>  OR  </div> </div>	<i>NICKEL</i>	A single nickel is paid out.
		<i>NICKEL</i>	Nickels are paid out until key is released.
6	CONTINUE	<i>READY</i>	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

## PAYOUT All Of The Quarters In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		PAYOUT	Payout mode entered.
2		SGL COIN	
3		DUMP TUBE	Allows unloading of entire tube inventory.
4		QUARTER	Allows unloading of quarter tube.
5		QUARTER	Controller pays out all quarters that it has in its tube inventory.
6	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.









# SNACK CENTER PROGRAMMING GUIDE







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## PAYOUT All Of The Dimes In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	
3		<i>DUMP TUBE</i>	Allows unloading of entire tube inventory.
4		<i>QUARTER</i>	
5		<i>DIME</i>	Allows unloading of dime tube.
6		<i>DIME</i>	Controller pays out all dimes that it has in its tube inventory.
7	CONTINUE	<i>READY</i>	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

## PAYOUT All Of The Nickels In Tube Inventory






STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	
3		<i>DUMP TUBE</i>	Allows unloading of entire tube inventory.
4		<i>QUARTER</i>	
5	 Until the following display shows:	<i>NICKEL</i>	Allows unloading of nickel tube.
6		<i>NICKEL</i>	Controller pays out all nickels that it has in its tube inventory.
7	CONTINUE	<i>READY</i>	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

# **SNACK CENTER PROGRAMMING GUIDE**

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## **PAYOUT All Of The Nickels In Tube Inventory**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	
3		<i>DUMP TUBE</i>	
4		<i>DUMP ALL</i>	Allows unloading of entire tube inventory.
5		<i>DUMP ALL</i>	Controller pays out all quarters, dimes, and nickels that it has in its tube inventory.
6	CONTINUE	<i>READY</i>	Options: <ol style="list-style-type: none"> <li>1. Close monetary door.</li> <li>2. Press another function switch.</li> <li>3. See advanced programming section for other options.</li> </ol>